AMENDMENT TO THE CLAIMS

1. (previously presented) A method for retrieving digital multimedia content from a network node, comprising: generating a Real Time Streaming Protocol (RTSP) SET_PARAMETER message to said network node by a client application executing on a digital multimedia device, said message containing at least one of a playlist identifier, a media clip index and a clip offset as well as an indication of an activation time corresponding to an END OF CLIP value; and transferring digital multimedia content to said digital multimedia device by said network node from a second content source identified by at least one of said playlist identifier and said media clip index, wherein said RTSP SET_PARAMETER message is generated in response to the client application generating a SWITCH message while said network node is streaming current digital multimedia content to said digital multimedia device from a first content source different than and physically separate from the second content source wherein the first content source and the second content source are not located within the same device and, wherein the first content source comprises a first media clip from a first playlist from which said current media multimedia content is accessed for streaming and the second content source comprises a second media clip from a second playlist from which said digital multimedia content of the second content source is accessed for streaming, wherein said network node continues to stream from the first media clip until a boundary of the first media clip is reached and wherein said transferring commencing in response to the boundary of the second media clip being reached during said streaming thereof, further comprising receiving a Normal Play Time (NPT) value determined based on the

(134213)
Page 2

parameters received in the SET_PARAMETER message, wherein the NPT value indicates a time at which streaming of media content from the second media clip will commence, and further comprising causing the time to be displayed after receiving the NPT and wherein the first playlist is a list of multiple media clips that the first content source can stream and the second playlist is a list of multiple media clips that the second content source can stream and the first media clip and the second media clip contain different content.

2. (canceled)

3. (canceled)

4. (canceled)

5. (canceled)

6. (previously presented) The method for retrieving digital multimedia content from a network node as recited in claim 1, wherein said digital multimedia device accesses said network node over at least one of a wireline network, a wireless network, and a cable network.

7. (currently amended) The method for retrieving digital multimedia content from a network node as recited in claim 1, wherein said digital multimedia device comprises at least one of: ~~digital music players, digital video players, computers, and handheld communication devices enabled to accept streaming media~~ a digital music player, a digital video player, a computer, and a handheld communications device enabled to accept streaming media.

8. (canceled)

9. (previously presented) A system for retrieving digital multimedia content from a network node, comprising: means associated with a client application executing on a digital multimedia device for generating a Real Time Streaming Protocol (RTSP) SET_PARAMETER message to said network node, said message containing at least one of a playlist identifier, a media clip index and a clip offset as well as an indication of an activation time corresponding to an END OF CLIP value; and means for transferring digital multimedia content to said digital multimedia device by said network node from a second content source identified by at least one of said playlist identifier and said media clip index, wherein said RTSP SET_PARAMETER message is generated in response to the client application generating a SWITCH message while said network node is streaming current digital multimedia content to said digital multimedia device from a first content source different than and physically separate from the second content source wherein the first content source and the second content source are not located within a same device and, wherein the first content source comprises a first media clip from a first

playlist from which said current media multimedia content is accessed for streaming and the second content source comprises a second media clip from a second playlist from which said digital multimedia content of the second content source is accessed for streaming, wherein said network node continues to stream from the first media clip until a boundary of the first media clip is reached and wherein said transferring commencing in response to the boundary of the second media clip being reached during said streaming thereof, further comprising means for receiving a Normal Play Time (NPT) value determined based on the parameters received in the SET_PARAMETER message, wherein the NPT value indicates a time at which streaming of media content from the second media clip will commence, and further comprising means for causing the time to be displayed after receiving the NPT and wherein the first playlist is a list of multiple media clips that the first content source can stream and the second playlist is a list of multiple media clips that the second content source can stream and the first media clip and the second media clip contain different content.

10. (canceled)

11. (canceled)

12. (canceled)

13. (canceled)

14. (original) The system for retrieving digital multimedia content from a network node as recited in claim 9, wherein said digital multimedia device accesses said network node over at least one of a wireline network, a wireless network, and a cable network.

15. (currently amended) The system for retrieving digital multimedia content from a network node as recited in claim 9, wherein said digital multimedia device comprises at least one of: ~~digital music players, digital video players, computers, and handheld communication devices enabled to accept streaming media~~ a digital music player, a digital video player, a computer, and a handheld communications device enabled to accept streaming media.

16. (canceled)

17. (previously presented) A digital multimedia device operable to retrieve digital multimedia content from a network node, comprising: logic for generating a Real Time Streaming Protocol (RTSP) SET_PARAMETER message to said network node by a client application executing on said digital multimedia device, said message containing at least one of a playlist identifier, a media clip index and a clip offset as well as an indication of an activation time corresponding to an END OF CLIP value; and a player engine operable to play back streaming content from a second content source identified by at least one of said playlist identifier and said media clip index, said streaming content from the second content source commencing at a time determined responsive to said indication of said activation time, wherein said RTSP SET_PARAMETER message is generated in response to the client application generating a SWITCH message while said

network node is streaming current digital multimedia content to said digital multimedia device from a first content source different than and physically separate from the second content source wherein the first content source and the second content source are not located within a same device and, wherein the first content source comprises a first media clip from a first playlist from which said current digital multimedia is accessed for streaming and the second source comprises a second media clip from a second playlist from which said multimedia content of the second content source is accessed for streaming, wherein said network node continues to stream from the second media clip until a boundary of the second media clip is reached, wherein the client application continues to receive said multimedia content being streamed from the first media clip until a boundary of the second media clip is reached, and causing the client application continue to begin receiving said multimedia content from the first media clip in response to the boundary of the first media clip being reached during said streaming thereof, further comprising the client application being configured to receive a Normal Play Time (NPT) value determined based on the parameters received in the SET_PARAMETER message, wherein the NPT value indicates a time at which streaming of media content from the second media clip will commence, and further comprising the client application being configured to cause the time to be displayed after receiving the NPT and wherein the first playlist is a list of multiple media clips that the first content source can stream and the second playlist is a list of multiple media clips that the second content source can stream and the first media clip and the second media clip contain different content.

18. (canceled)

19. (canceled)

20. (canceled)

21. (canceled)

22. (previously presented) The digital multimedia device operable to retrieve digital multimedia content from a network node as recited in claim 17, further comprising means for accessing said network node over at least one of a wireline network, a wireless network, and a cable network.

23. (canceled)